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| ☐ | L6 | 345/582.ccls. | 599 |
| ☐ | L5 | 345/441.ccls. | 721 |
| ☐ | L4 | 345/424.ccls. | 270 |
| ☐ | L3 | 345/421.ccls. | 363 |
| ☐ | L2 | 345/422.ccls. | 358 |
| ☐ | L1 | 345/426.ccls. | 525 |

END OF SEARCH HISTORY

PALM INTRANET

## Inventor Name Search Result

Your Search was:

Last Name = DUNN
First Name = MARK

| Application# | Patent# | Status | Date Filed | Title | Inventor Name 28 |
|---|---|---|---|---|---|
| 60462238 | Not Issued | 159 | 04/10/2003 | METHODS AND COMPOSITIONS FOR INCREASING THE ANAEROBIC WORKING CAPACITY IN TISSUES | DUNNETT, MARK |
| 60131640 | Not Issued | 159 | 04/26/1999 | HIGH EFFICIENCY MODULAR VACUUM APPARATUS | DUNN , MARK R. |
| 10844009 | Not Issued | 030 | 05/12/2004 | OPTICAL FIBRE CONNECTOR | DUNN, MARK JEFFREY |
| 10717217 | Not Issued | 030 | 11/18/2003 | METHODS AND COMPOSITIONS FOR INCREASING THE ANAEROBIC WORKING CAPACITY IN TISSUES | DUNNETT, MARK |
| 10355569 | Not Issued | 061 | 01/31/2003 | VEHICLE DOOR-TO-BODY ATTACHMENT APPARATUS AND METHOD | DUNNEBACK, MARK R. |
| 10310782 | Not Issued | 030 | 12/06/2002 | LAMINATED METALS SHEET COMPOSITE AND METHOD FOR MAKING SUCH SHEET | DUNNEBACK, MARK |
| 10209169 | 6680294 | 150 | 07/30/2002 | METHODS AND COMPOSITIONS FOR INCREASING THE ANAEROBIC WORKING CAPACITY IN TISSUES | DUNNETT, MARK |
| 09831240 | Not Issued | 080 | 05/03/2001 | SHADING AND TEXTURING 3-DIMENSIONAL COMPUTER GENERATED IMAGES | DUNN, MARK |
| 09757782 | 6426361 | 150 | 01/09/2001 | METHOD AND COMPOSITIONS FOR INCREASING THE | DUNNETT, MARK |

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| | | | | ANAEROBIC WORKING CAPACITY IN TISSUES | |
| 09688403 | Not Issued | 161 | 10/16/2000 | CELL LINES FOR THE TREATMENT AND DIAGNOSIS OF HYPOGLYCAEMIA OF INFANCY AND DIABETES | DUNNE, MARK |
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| 09486975 | 6372501 | 150 | 05/04/2000 | GLUCOSE RESPONSIVE BETA-CELL LINE | DUNNE, MARK |
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| 06669145 | 4640464 | 250 | 11/07/1984 | ROLLER MILL CONTROL SYSTEM | DUNN , MARK R. |

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**1**  Three-dimensional medical imaging: algorithms and computer systems          ■
M. R. Stytz, G. Frieder, O. Frieder
December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4
Full text available: 🔲 pdf(7.38 MB)      Additional Information: full citation, references, citings, index terms, review

**Keywords**: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

**2**  Point-based rendering: Hardware-accelerated point-based rendering of complex          ■
scenes
Liviu Coconu, Hans-Christian Hege
July 2002  **Proceedings of the 13th Eurographics workshop on Rendering**
Full text available: 🔲 pdf(1.33 MB)      Additional Information: full citation, abstract, references, citings

High quality point rendering methods have been developed in the last years. A common drawback of these approaches is the lack of hardware support. We propose a novel point rendering technique that yields good image quality while fully making use of hardware acceleration.Previous research revealed various advantages and drawbacks of point rendering over traditional rendering. Thus, a guideline in our algorithm design has been to allow both primitive types simultaneously and dynamically choose the ...

**3**  Delay streams for graphics hardware          ■
Timo Aila, Ville Miettinen, Petri Nordlund
July 2003  **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3
Full text available: 🔲 pdf(1.67 MB)      Additional Information: full citation, abstract, references, index terms

In causal processes decisions do not depend on future data. Many well-known problems, such as occlusion culling, order-independent transparency and edge antialiasing cannot be properly solved using the traditional causal rendering architectures, because future data may change the interpretation of current events.We propose adding a *delay stream* between the vertex and pixel processing units. While a triangle resides in the delay stream, subsequent triangles generate occlusion information. ...

**Keywords**: 3D graphics hardware, antialiasing, occlusion culling, order-independent

transparency, stream processing

### 4  On the power of the frame buffer
Alain Fournier, Donald Fussell
April 1988  **ACM Transactions on Graphics (TOG)**, Volume 7 Issue 2

Full text available: ☑ pdf(1.95 MB)          Additional Information: full citation, abstract, references, citings, index terms, review

Raster graphics displays are almost always refreshed out of a frame buffer in which a digital representation of the currently visible image is kept. The availability of the frame buffer as a two-dimensional memory array representing the displayable area in a screen coordinate system has motivated the development of algorithms that take advantage of this memory for more than just picture storage. The classic example of such an algorithm is the depth buffer algorithm for determining visible s ...

### 5  Rendering CSG models with a ZZ-buffer
David Salesin, Jorge Stolfi
September 1990 **ACM SIGGRAPH Computer Graphics , Proceedings of the 17th annual conference on Computer graphics and interactive techniques**, Volume 24 Issue 4

Full text available: ☑ pdf(2.32 MB)          Additional Information: full citation, abstract, references, citings, index terms

The ZZ-buffer is a simple acceleration scheme for ray tracing that can be applied to a wide variety of scenes, including those with small features, textured and transparent surfaces, shadows and penumbrae, and depth-of-field effects. In this paper, we describe how the ZZ-buffer algorithm can be adapted to the rendering of scenes defined by constructive solid geometry operations.

### 6  Multiprocessor experiments for high-speed ray tracing
Severin Gaudet, Richard Hobson, Pradeep Chilka, Thomas Calvert
July 1988  **ACM Transactions on Graphics (TOG)**, Volume 7 Issue 3

Full text available: ☑ pdf(2.82 MB)      Additional Information: full citation, abstract, references, index terms

New single- and multiprocessor models for ray tracing are presented. Important features are (1) the use of custom VLSI building blocks, (2) the use of a modified hierarchical data-structure-based ray tracing algorithm with three disjoint data sets, and (3) scene access through adaptive information broadcasting. A modular design is presented that permits incremental performance enhancement up to two orders of magnitude over conventional minicomputers or workstations. Ray tracing is a surpris ...

### 7  The partial-occlusion effect: utilizing semitransparency in 3D human-computer interaction
Shumin Zhai, William Buxton, Paul Milgram
September 1996 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 3 Issue 3

Full text available: ☑ pdf(6.54 MB)          Additional Information: full citation, abstract, references, citings, index terms

This study investigates human performance when using semitransparent tools in interactive 3D computer graphics environments. The article briefly reviews techniques for presenting depth information and examples of applying semitransparency in computer interface design. We hypothesize that when the user moves a semitransparent surface in a 3D environment, the "partial-occlusion" effect introduced through semitransparency acts as an effective cue in target localization—an ess ...

**Keywords**: 3D interfaces, depth perception, partial occlusion, semitransparency, stereopsis

**8** Hardware: Hardware-accelerated parallel non-photorealistic volume rendering

Eric B. Lum, Kwan-Liu Ma

June 2002 **Proceedings of the 2nd international symposium on Non-photorealistic animation and rendering**

Full text available: pdf(12.03 MB)          Additional Information: full citation, abstract, references, citings, index terms

Non-photorealistic rendering can be used to illustrate subtle spatial relationships that might not be visible with more realistic rendering techniques. We present a parallel hardware-accelerated rendering technique, making extensive use of multi-texturing and paletted textures, for the interactive non-photorealistic visualization of scalar volume data. With this technique, we can render a 512x512x512 volume using non-photorealistic techniques that include tone-shading, silhouettes, gradient-base ...

**Keywords**: interactive visualization, non-photorealistic rendering, parallel rendering, scientific visualization, silhouette, texture graphics hardware, visual perception, volume rendering

**9** Image-driven simplification

Peter Lindstrom, Greg Turk

July 2000 **ACM Transactions on Graphics (TOG)**, Volume 19 Issue 3

Full text available: pdf(1.98 MB)          Additional Information: full citation, abstract, references, citings, index terms

We introduce the notion of image-driven simplification, a framework that uses images to decide which portions of a model to simplify. This is a departure from approaches that make polygonal simplification decisions based on geometry. As with many methods, we use the edge collapse operator to make incremental changes to a model. Unique to our approach, however, is the use at comparisons between images of the original model against those of a simplified model to determine the ...

**Keywords**: image metrics, level-of-detail, polygonal simplification, visual perception

**10** The relative contributions of stereo, lighting, and background scenes in promoting 3D depth visualization

Geoffrey S. Hubona, Philip N. Wheeler, Gregory W. Shirah, Matthew Brandt

September 1999 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 6 Issue 3

Full text available: pdf(1.59 MB)          Additional Information: full citation, references, citings, index terms, review

**Keywords**: 3D user interfaces, cue theory, depth perception, shadows, stereoscopic viewing

**11** A Characterization of Ten Hidden-Surface Algorithms

Evan E. Sutherland, Robert F. Sproull, Robert A. Schumacker

January 1974 **ACM Computing Surveys (CSUR)**, Volume 6 Issue 1

Full text available: pdf(4.47 MB)          Additional Information: full citation, references, citings, index terms

**12** Two methods for display of high contrast images

Jack Tumblin, Jessica K. Hodgins, Brian K. Guenter
January 1999 **ACM Transactions on Graphics (TOG)**, Volume 18 Issue 1

Full text available: pdf(10.28 MB)          Additional Information: full citation, abstract, references, citings, index terms, review

High contrast images are common in night scenes and other scenes that include dark shadows and bright light sources. These scenes are difficult to display because their contrasts greatly exceed the range of most display devices for images. As a result, the image constrasts are compressed or truncated, obscuring subtle textures and details. Humans view and understand high contrast scenes easily, "adapting" their visual response to avoid compression or truncation with no apparent ...

**Keywords**: adaptation, tone reproduction, visual appearance

**13** Rendering: Real-time painterly rendering for MR applications

Michael Haller, Daniel Sperl
June 2004 **Proceedings of the 2nd international conference on Computer graphics and interactive techniques in Austalasia and Southe East Asia**

Full text available: pdf(936.79 KB)      Additional Information: full citation, abstract, references, index terms

In this paper we describe a real-time system for AR/MR rendering applications in a painterly style. Impressionistic images are created using a large number of brush strokes, which are organized as 3d particles to achieve frame-to-frame coherence. Reference pictures are used to compute the properties of each stroke.The presented technique is based on B. J. Meier's "Painterly Rendering for Animation". We modified the algorithm of Meier for real-time AR/MR environments by extensively using modern 3 ...

**Keywords**: augmented reality, mixed reality, non-photorealistic rendering, painterly rendering

**14** Contributions: Computer-aided definition, manipulation and depiction of objects composed of spheres

K. Knowlton
April 1981  **ACM SIGGRAPH Computer Graphics**, Volume 15 Issue 1

Full text available: pdf(2.31 MB)      Additional Information: full citation, abstract, references

As previously demonstrated by Badler and O'Rourke, a variety of 3-D objects can be defined conveniently as collections of spheres-having various sizes and positions in 3-D space and possibly intersecting. This paper is an elaboration on the technique, describing methods of constructing and manipulating such objects and, most particularly, a method of achieving realism in rendering the picture-even though, for reasons of efficiency, computation is performed as if everything were 2-dimensional, wi ...

**15** Computer-aided definition, manipulation and depiction of objects composed of spheres

K. Knowlton
December 1981 **ACM SIGGRAPH Computer Graphics**, Volume 15 Issue 4

Full text available: pdf(2.10 MB)      Additional Information: full citation, abstract, references

As previously demonstrated by Badler and O'Rourke, a variety of 3-D objects can be defined conveniently as collections of spheres-having various sizes and positions in 3-D space and possibly intersecting. This paper is an elaboration on the technique, describing methods of constructing and manipulating such objects and, most particularly, a method of achieving

realism in rendering the picture-even though, for reasons of efficiency, computation is performed as if everything were 2-dimensional, wi ...

**16** Visibility culling using hierarchical occlusion maps



Hansong Zhang, Dinesh Manocha, Tom Hudson, Kenneth E. Hoff
August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**
Full text available: pdf(597.69 KB)    Additional Information: full citation, references, citings, index terms

**Keywords**: hierarchical data structures, image pyramid, interactive display, occlusion culling, visibility culling

**17** Session P3: volume visualization I: Volume clipping via per-fragment operations in texture-based volume visualization



Daniel Weiskopf, Klaus Engel, Thomas Ertl
October 2002 **Proceedings of the conference on Visualization '02**
Full text available: pdf(2.62 MB)    Additional Information: full citation, abstract, references, index terms

We propose new clipping methods that are capable of using complex geometries for volume clipping. The clipping tests exploit per-fragment operations on the graphics hardware to achieve high frame rates. In combination with texture-based volume rendering, these techniques enable the user to interactively select and explore regions of the data set. We present depth-based clipping techniques that analyze the depth structure of the boundary representation of the clip geometry to decide which parts o ...

**Keywords**: clipping, hardware acceleration, volume rendering

**18** Billboard clouds for extreme model simplification



Xavier Décoret, Frédo Durand, François X. Sillion, Julie Dorsey
July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3
Full text available: pdf(2.52 MB)    Additional Information: full citation, abstract, references, index terms

We introduce *billboard clouds* -- a new approach for extreme simplification in the context of real-time rendering. 3D models are simplified onto a set of planes with texture and transparency maps. We present an optimization approach to build a billboard cloud given a geometric error threshold. After computing an appropriate density function in plane space, a greedy approach is used to select suitable representative planes. A good surface approximation is ensured by favoring planes that are ...

**Keywords**: LOD, billboard, error-driven simplification, image-based rendering, model simplification, real-time rendering

**19** Illustrating transparent surfaces with curvature-directed strokes



Victoria Interrante, Henry Fuchs, Stephen Pizer
October 1996 **Proceedings of the 7th conference on Visualization '96**
Full text available: pdf(3.52 MB)    Additional Information: full citation, references, citings, index terms
Publisher Site

**20**

## Simplifying complex environments using incremental textured depth meshes

Andrew Wilson, Dinesh Manocha
July 2003  **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Full text available: pdf(3.84 MB)        Additional Information: full citation, abstract, references, index terms

We present an incremental algorithm to compute image-based simplifications of a large environment. We use an optimization-based approach to generate samples based on scene visibility, and from each viewpoint create textured depth meshes (TDMs) using sampled range panoramas of the environment. The optimization function minimizes artifacts such as skins and cracks in the reconstruction. We also present an encoding scheme for multiple TDMs that exploits spatial coherence among different viewpoints. ...

**Keywords**: interactive display, simplification, spatial encoding, textured depth meshes, walkthrough

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1 **Illustrating transparent surfaces with curvature-directed strokes**
*Interrante, V.; Fuchs, H.; Pizer, S.;*
Visualization '96. Proceedings. , 27 Oct.-1 Nov. 1996
Pages:211 - 218, 487

[Abstract]    [PDF Full-Text (1064 KB)]    **IEEE CNF**

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